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[a.out\(4\)](#)

... struct sys_clock file_time; /* **timestamp** */ unsigned int entry_space; /* index of







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1 [Profiling Java applications using code hotswapping and dynamic call graph revelation](#)

Mikhail Dmitriev

 January 2004 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fourth international workshop on Software and performance**, Volume 29 Issue 1

 Full text available: [pdf\(1.32 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#)

Instrumentation-based profiling has many advantages and one serious disadvantage: usually high performance overhead. This overhead can be substantially reduced if only a small part of the target application (for example, one that has previously been identified as a performance bottleneck) is instrumented, while the rest of the application code continues to run at full speed. The value of such a profiling technology would increase further if the code could be instrumented and de-instrumented as m ...

2 [Dynamic statistical profiling of communication activity in distributed applications](#)

Jeffrey Vetter

 June 2002 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 30 Issue 1

 Full text available: [pdf\(1.65 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#)

Performance analysis of communication activity for a terascale application with traditional message tracing can be overwhelming in terms of overhead, perturbation, and storage. We propose a novel alternative that enables dynamic statistical profiling of an application's communication activity using message sampling. We have implemented an operational prototype, named PHOTON, and our evidence shows that this new approach can provide an accurate, low-overhead, tractable alternative for pe ...

3 [Memory hierarchy: Compiler-decided dynamic memory allocation for scratch-pad based embedded systems](#)

Sumesh Udayakumaran, Rajeev Barua

 October 2003 **Proceedings of the 2003 international conference on Compilers, architecture and synthesis for embedded systems**

 Full text available: [pdf\(213.48 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a highly predictable, low overhead and yet dynamic, memory allocation strategy for embedded systems with scratch-pad memory. A *scratch-pad* is a fast compiler-managed SRAM memory that replaces the hardware-managed cache. It is motivated by its better real-time guarantees vs cache and by its significantly lower overheads in energy


consumption, area and overall runtime, even with a simple allocation scheme [4]. Existing scratch-pad allocation methods are of two types. First ...

Keywords: compiler, embedded systems, memory allocation, scratch-pad

4 Quartz: a tool for tuning parallel program performance

Thomas E. Anderson, Edward D. Lazowska

April 1990 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1990 ACM SIGMETRICS conference on Measurement and modeling of computer systems**, Volume 18 Issue 1

Full text available:  [pdf\(1.51 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Initial implementations of parallel programs typically yield disappointing performance. Tuning to improve performance is thus a significant part of the parallel programming process. The effort required to tune a parallel program, and the level of performance that eventually is achieved, both depend heavily on the quality of the instrumentation that is available to the programmer. This paper describes Quartz, a new tool for tuning parallel program performance on shared memory mult ...

5 High resolution timing with low resolution clocks and microsecond resolution timer for Sun workstations

Peter B. Danzig, Stephen Melvin

January 1990 **ACM SIGOPS Operating Systems Review**, Volume 24 Issue 1

Full text available:  [pdf\(303.49 KB\)](#)


Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

When tuning operating system and network code, profiling programs, analyzing message interarrival times, and accurately measuring device characteristics, a high resolution clock is often indispensable, as one cannot measure service time *distributions* without one. This note describes a microsecond clock that we designed and built for Sun 3 and Sun 4 workstations¹. One can measure average service times without a high resolution clock. This paper explains how to measure average ti ...

6 Profiling and reducing processing overheads in TCP/IP

Jonathan Kay, Joseph Pasquale

December 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 6

Full text available:  [pdf\(1.21 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 The Jrpm system for dynamically parallelizing Java programs

Michael K. Chen, Kunle Olukotun

May 2003 **ACM SIGARCH Computer Architecture News , Proceedings of the 30th annual international symposium on Computer architecture**, Volume 31 Issue 2

Full text available:  [pdf\(320.42 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We describe the Java runtime parallelizing machine (Jrpm), a complete system for parallelizing sequential programs automatically. Jrpm is based on a chip multiprocessor (CMP) with thread-level speculation (TLS) support. CMPs have low sharing and communication costs relative to traditional multiprocessors, and thread-level speculation (TLS) simplifies program parallelization by allowing us to parallelize optimistically without violating correct sequential program behavior. Using a Java virtual ma ...

8 Error-free garbage collection traces: how to cheat and not get caught

Matthew Hertz, Stephen M Blackburn, J Eliot B Moss, Kathryn S. McKinley, Darko Stefanović

June 2002 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 30 Issue 1


Full text available:  [pdf\(105.06 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Programmers are writing a large and rapidly growing number of programs in object-oriented languages such as Java that require garbage collection (GC). To explore the design and evaluation of GC algorithms quickly, researchers are using simulation based on traces of object allocation and lifetime behavior. The *brute force* method generates perfect traces using a whole-heap GC at every potential GC point in the program. Because this process is prohibitively expensive, researchers often use < ...

9 Object equality profiling

Darko Marinov, Robert O'Callahan

October 2003 **ACM SIGPLAN Notices , Proceedings of the 18th annual ACM SIGPLAN conference on Object-oriented programing, systems, languages, and applications**, Volume 38 Issue 11

Full text available:  [pdf\(577.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present *Object Equality Profiling* (OEP), a new technique for helping programmers discover optimization opportunities in programs. OEP discovers opportunities for replacing a set of equivalent object instances with a single representative object. Such a set represents an opportunity for automatically or manually applying optimizations such as hash consing, heap compression, lazy allocation, object caching, invariant hoisting, and more. To evaluate OEP, we implemented a tool to help prog ...

Keywords: Java language, object equality, object mergeability, profile-guided optimization, profiling, space savings

10 Measuring limits of parallelism and characterizing its vulnerability to resource constraints

Lawrence Rauchwerger, Pradeep K. Dubey, Ravi Nair

December 1993 **Proceedings of the 26th annual international symposium on Microarchitecture**

Full text available:  [pdf\(1.39 MB\)](#) Additional Information: [full citation](#), [references](#)

11 Experience with "link-up notification" over a mobile satellite link

Martin Duke, Thomas R. Henderson, Jeff Meegan

July 2004 **ACM SIGCOMM Computer Communication Review**, Volume 34 Issue 3

Full text available:  [pdf\(429.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Over paths characterized by extended outage periods, a TCP connection can suffer a severe performance penalty due to its Retransmission Timeout (RTO) backoff mechanism. If outages are long enough, the RTO can grow large enough to cause unacceptably long pauses when the link is eventually restored. One proposed solution is "Link-Up Notification" (LUN), which involves an intermediate device that can detect the link state. When the link is restored, the device immediately sends a packet that cau ...

12 Integrating pointer variables into one-way constraint models

Brad Vander Zanden, Brad A. Myers, Dario A. Giuse, Pedro Szekely

June 1994 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 2

Full text available:  [pdf\(3.71 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

terms

Pointer variables have long been considered useful for constructing and manipulating data structures in traditional programming languages. This article discusses how pointer variables can be integrated into one-way constraint models and indicates how these constraints can be usefully employed in user interfaces. Pointer variables allow constraints to model a wide array of dynamic application behavior, simplify the implementation of structured objects and demonstrational systems, and improve ...

Keywords: Garnet, constraints, development tools, incremental algorithms

13 vic: a flexible framework for packet video

Steven McCanne, Van Jacobson

January 1995 **Proceedings of the third ACM international conference on Multimedia**


Full text available:  [html\(67.64 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: conferencing protocols, digital video, image and video compression and processing, multicasting, networking and communication

14 Optimizing 10-Gigabit Ethernet for Networks of Workstations, Clusters, and Grids: A Case Study

Wu-chun Feng, Justin (Gus) Hurwitz, Harvey Newman, Sylvain Ravot, R. Les Cottrell, Olivier Martin, Fabrizio Coccetti, Cheng Jin, Xiaoliang (David) Wei, Steven Low

November 2003 **Proceedings of the 2003 ACM/IEEE conference on Supercomputing**

Full text available:  [pdf\(209.19 KB\)](#) Additional Information: [full citation](#), [abstract](#)

This paper presents a case study of the 10-Gigabit Ethernet (10GbE) adapter from Intel R. Specifically, with appropriate optimizations to the configurations of the 10GbE adapter and TCP, we demonstrate that the 10GbE adapter can perform well in local-area, storage-area, system-area, and wide-area networks. For local-area, storage-area, and system-area networks in support of networks of workstations, network-attached storage, and clusters, respectively, we can achieve over 7-Gb/s end-to-end thro ...

15 Reliability and security: Memory overflow protection for embedded systems using run-time checks, reuse and compression

Surupa Biswas, Matthew Simpson, Rajeev Barua

September 2004 **Proceedings of the 2004 international conference on Compilers, architecture, and synthesis for embedded systems**

Full text available:  [pdf\(253.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Out-of-memory errors are a serious source of unreliability in most embedded systems. Applications run out of main memory because of the frequent difficulty of estimating the memory requirement before deployment, either because it depends on input data, or because certain language features prevent estimation. The typical lack of disks and virtual memory in embedded systems has two serious consequences when an out-of-memory error occurs. First, there is no swap space for the application to grow in ...

Keywords: data compression, heap overflow, out-of-memory errors, reliability, reuse, runtime checks, stack overflow

16

Profile-directed optimization of event-based programs

Mohan Rajagopalan, Saumya K. Debray, Matti A. Hiltunen, Richard D. Schlichting
 May 2002 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2002 Conference
 on Programming language design and implementation**, Volume 37 Issue 5

Full text available:  pdf(167.69 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Events are used as a fundamental abstraction in programs ranging from graphical user interfaces (GUIs) to systems for building customized network protocols. While providing a flexible structuring and execution paradigm, events have the potentially serious drawback of extra execution overhead due to the indirection between modules that raise events and those that handle them. This paper describes an approach to addressing this issue using static optimization techniques. This approach, which exploits ...

Keywords: events, handlers, profiling



17 Performance monitoring: TEST: a tracer for extracting speculative threads

Michael Chen, Kunle Olukotun

March 2003 **Proceedings of the international symposium on Code generation and optimization: feedback-directed and runtime optimization**

Full text available:  pdf(1.76 MB) 

[Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Thread-level speculation (TLS) allows sequential programs to be arbitrarily decomposed into threads that can be safely executed in parallel. A key challenge for TLS processors is choosing thread decompositions that speedup the program. Current techniques for identifying decompositions have practical limitations in real systems. Traditional parallelizing compilers do not work effectively on most integer programs, and software profiling slows down program execution too much for real-time analysis. ...



18 Frequent value locality and its applications

Jun Yang, Rajiv Gupta

November 2002 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 1 Issue 1

Full text available:  pdf(1.28 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

By analyzing the behavior of a set of benchmarks, we demonstrate that a small number of distinct values tend to occur very frequently in memory. On an average, only eight of these frequent values were found to occupy 48% of memory locations for the benchmarks studied. In addition, we demonstrate that the identity of frequent values remains stable over the entire execution of the program and these values are scattered fairly uniformly across the allocated memory. We present three different ...

Keywords: Frequently occurring values, encoding techniques, low power data bus, low power data cache, value profiling



19 LLVA: A Low-level Virtual Instruction Set Architecture

Vikram Adve, Chris Lattner, Michael Brukman, Anand Shukla, Brian Gaeke

December 2003 **Proceedings of the 36th annual IEEE/ACM International Symposium on Microarchitecture**

Full text available:  pdf(196.08 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

A virtual instruction set architecture (V-ISA) implemented via a processor-specific software translation layer can provide great flexibility to processor designers. Recent examples such as Crusoe and DAISY, however, have used existing hardware instruction sets as virtual ISAs, which complicates translation and optimization. In fact, there has been little research

on specific designs for a virtualISA for processors. This paper proposes a novel virtualISA (LLVA) and a translation strategy for implementi ...

20 Memory Profiling using Hardware Counters

Marty Itzkowitz, Brian J. N. Wylie, Christopher Aoki, Nicolai Kosche

November 2003 **Proceedings of the 2003 ACM/IEEE conference on Supercomputing**

Full text available:  pdf(117.74 KB) Additional Information: [full citation](#), [abstract](#)

Although memory performance is often a limiting factor in application performance, most tools only show performance data relating to the instructions in the program, not to its data. In this paper, we describe a technique for directly measuring the memory profile of an application. We describe the tools and their user model, and then discuss a particular code, the MCFbenchmark from SPEC CPU 2000. We show performance data for the data structures and elements, and discuss the use of the data to im ...

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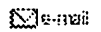
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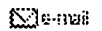
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